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Welcome

Welcome to the Mixman Studio Pro User's Manual. Studio Pro is a powerful music creation, remixing and performance system, with the tools and special FX needed to create professional sounding music on your computer.

If you have questions that remain unanswered in this manual, or need up-to-the-minute technical information, visit www.mixman.com where there is technical information 24 hours a day, 7 days a week. The tips and tricks section of the web site is a valuable source of new information, and the Mixzone is a great way to connect with other Studio Pro users. If you want to hear music made with Mixman software, that was produced by other Mixman enthusiasts, go to Radio Mixman. (www.mixman.com/radiomixman)

We hope you enjoy Mixman Studio Pro!

System Requirements

Before installing Studio Pro, please take a moment to consider the following minimum system requirements.

Windows 95/98
Pentium II 200MHz or faster
32 MB RAM (64 MB or more RAM recommended)
DirectX compatible 16-bit sound card (or GINA Card)
DirectX compatible video card
35 MB Hard Drive Space (275 Meg for full install)

(Fig.1)

On This CD!
Install Mixman Studio
Demo Videos
Mixman Online
Information
Mixman Sound Library
DirectX Options
Utilities
Come Back Later
mixman

Installing Mixman Studio

Installation Instructions

We strongly encourage registering your copy of Mixman Studio. It is an invaluable way for us to learn about our users and allows us to continue creating the best possible music software on the market.

To install Mixman Studio: (Fig.1)

1. Insert the Studio CD-ROM into your computer's CD-ROM drive
2. Wait for the Installation program to autorun
3. Click "Install Studio". Follow the instructions in the Setup program. We strongly recommend viewing the demonstration videos included on CD-ROM before using Studio.

Getting the best performance from your PC

Studio is a real-time, high performance application that uses all the power of the PC. For those interested in getting the most out of their computer, we have included a list of the different components of the computer system, and how they effect Studio's performance.

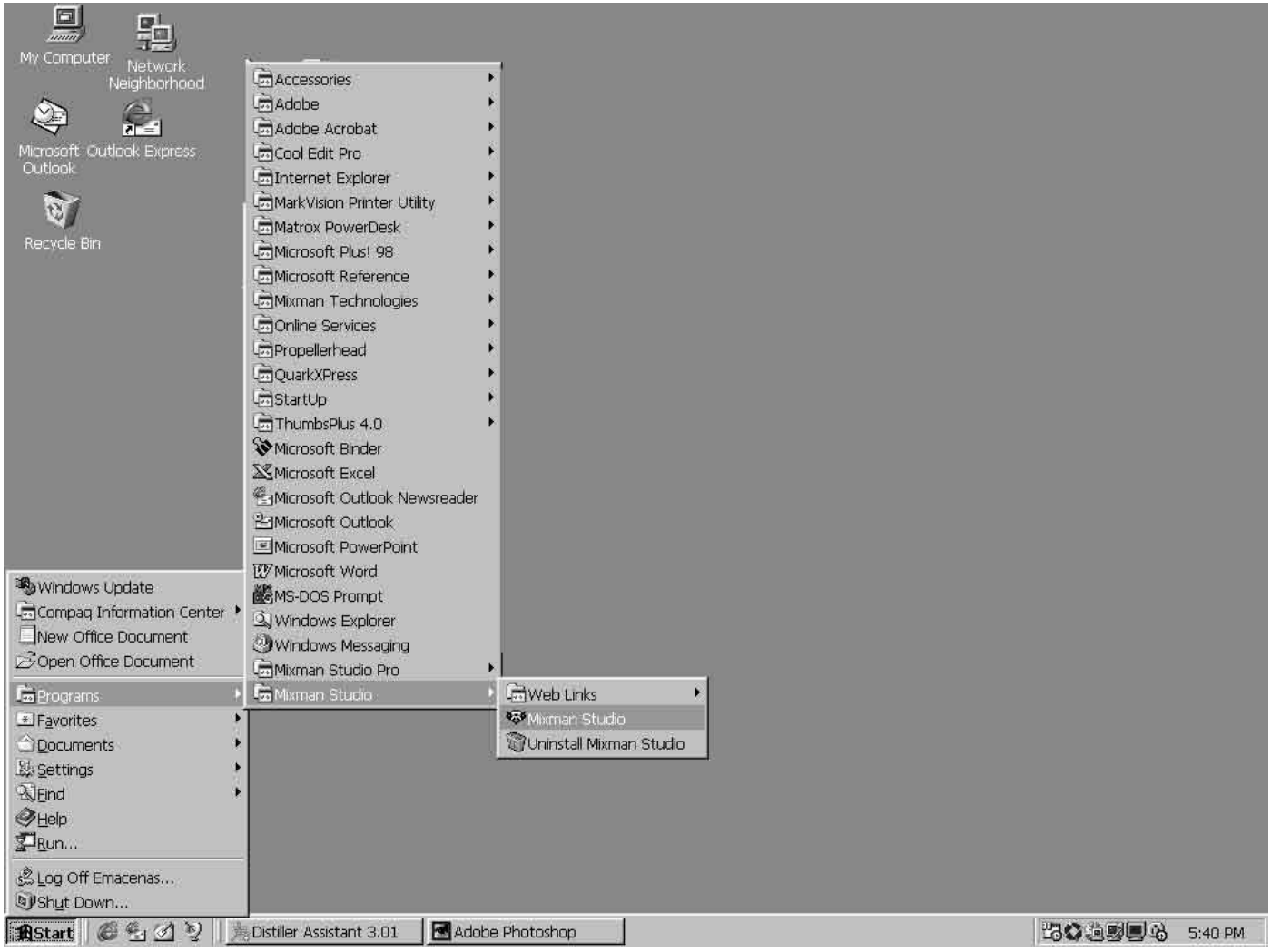
Processor Speed

The speed of the computer's processor is most dramatically seen when engaging W.A.R.P. The time it takes to add complex FX processing to sound is directly related to the speed of the processor. Processor speed also effects the number of voice channels available. Depending on processor speed, up to 256 voice channels are available.

RAM

All sounds that are loaded into Studio are stored in RAM. The amount of available RAM determines how much sound can be loaded in at any given time. Longer sounds require more RAM. Applying certain FX processing, for example, reverb and delay, increase the size of a sound.

(Fig.2)


My Computer
Network Neighborhood
Microsoft Outlook
Outlook Express
Recycle Bin
Accessories
Adobe
Adobe Acrobat
Cool Edit Pro
Internet Explorer
MarkVision Printer Utility
Matrox PowerDesk
Microsoft Plus! 98
Microsoft Reference
Mixman Technologies
Online Services
Propellerhead
QuarkXPress
StartUp
ThumbsPlus 4.0
Microsoft Binder
Microsoft Excel
Microsoft Outlook Newsreader
Microsoft Outlook
Microsoft PowerPoint
Microsoft Word
MS-DOS Prompt
Windows Explorer
Windows Messaging
Mixman Studio Pro
Mixman Studio
Web Links
Mixman Studio
Uninstall Mixman Studio
Windows Update
Compaq Information Center
New Office Document
Open Office Document
Programs
Favorites
Documents
Settings
Find
Help
Run...
Log Off Emacenas...
Shut Down...
Start
Distiller Assistant 3.01
Adobe Photoshop
5:40 PM

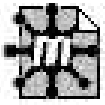
ASCII keyboard

Each ACSII keyboard manufacturer makes their keyboards slightly different. Each keyboard has a different physical limit to the number of keys that may be held down simultaneously. This can be frustrating at times, so to help with this problem, duplicate keys for the most important real-time key commands have been added. As well, there are easy to use macros. For a list of keyboard commands, see Appendix 1 on page 11-1.

SCSI vs IDE disk drives

Studio is constantly accessing the computer's hard disk while loading files, adding FX Processing, and exporting Mixes. Using SCSI disk drives can drastically speed up system performance.

(Fig.4)



(Fig.5)

(Fig.3)

Concepts

What is a PC wave file? (.wav) (Fig.3)

PC wave files are the industry standard format for storing and playing back digital audio on a PC computer. Wave files store audio signals as digital data. Studio has the ability to both import and export PC .wav files.

What is a Mixman Track file? (.trk) (Fig.4)

One of the challenges in creating truly interactive digital audio performance software is deciding what format of audio to use. The industry standard format for playing back CD quality audio is the .wav file. The problem with .wav files is that they contain only one sound. Take for example, a recording of a bass line. It does not contain the individual notes in the bass line but rather, the whole bass line is part of one .wav file. There is no information in a .wav file about when the bass notes actually occur, or what tempo is implied. These are severe limitations and that is why we have created our own file format, called a Track file (.trk).

Track files are the building blocks of sound in Studio. Just like a .wav file, Track files contain digital audio, but that is where the similarities end. In the bass line example, the Track version of the bass line actually has a different piece of digital audio for each bass note. We call these pieces of digital audio "slices" . Embedded in each Track file is also the equivalent of a MIDI file that knows the tempo and exactly how and when to play each "slice". This enables Studio to load Tracks created at different tempos and effortlessly pitch shift and time-stretch them to match any tempo.

The way Track files respond to being triggered by the computer keyboard can also be customized. It is possible to hear a triggered "slice" in its entirety regardless of when the key is released. As well, the minimum length of time, between when a sound is triggered and when the next available "slice" is heard, can be precisely controlled. If this is starting to sound complicated…don't worry. Tracks are designed to do all the work for you. It is not required to edit or change settings on a Track file in order to create incredible music in Studio, nor is it required that users understand how the automatic tempo adjustments, (beat matching), occur. These descriptions are mentioned, simply to let users know, that there is a lot of hidden power "under the hood" of the Studio engine!

What is a Mix? (.mix) (Fig.5)

One of the things that makes Studio different than a traditional electronic music studio setup, is the ability to store all of your work in one convenient file. The Mix file stores all of the necessary information for a Studio session. So what exactly does it store? Mix files store the names and locations of every sound used in a Mix. They also store any FX processing settings that have been applied to a sound, as well as any real-time performance data that has been created.

Since Mix files are only storing control information, and not actual audio data, they are much smaller than the audio files they are able to generate. For example, a Mix file representing a five minute song, may only be 100k, while the five minute .wav file version of the song would be close to 50 Megabytes. This is a huge difference. The small size of Mix files makes them a great way to archive music, since hundreds of Mixes will fit in the disk space taken up by just one minute of digital audio.

Another great benefit to the small size of Mix files is, their ability to enable sharing music with other people over the internet. As long as the person at the receiving end has the same set of sounds as the sender, the Mix file will play back exactly the same for both users. From this tiny file, anyone can recreate the audio on their computer by opening the Mix file in Studio. Mixman users worldwide have already started exchanging Mixes, to exchange Mixes with other Mixman users, just visit the Mixzone on the Mixman website: www.mixzone.com.

What is a remix?

In recent years there has been a significant amount of hype about electronic music, remixes and DJ culture. Record companies have always remixed versions of songs to breathe new life in to them or make them appeal to a specific music market. A slow ballad might be turned into a stylish dance song. But what is a remix? A remix in its truest sense is the art of taking elements from an existing song and adding new musical elements in order to augment or change the feel of the original song. It is quite common today to find artists that alter the original parts of a song to the point at which the line between remixing and composing is significantly blurred. As we approach the new millennium, with software like Studio, the definition of DJ, artist, remixer and producer will continue to change and grow. We hope this will yield new styles of music.

What is beat matching?

Beat matching is a term used by DJs to generically describe the art of seamlessly transitioning from one record to another. Sounds simple, but it definitely is not. It is actually a very unforgiving bit of turntable magic, that requires years of practice to do properly. What is actually happening when a DJ smoothly transitions from one song to another? First, there is the song that is currently being played. To add a sound or song on top of it, the new material must be at the same tempo as the currently playing music. Since no two records (or turntables) are ever the same, the DJ is constantly adjusting the tempo of the music that is playing. The way a DJ changes tempo is by changing the speed at which the turntable rotates. The faster the rotation, the faster the song plays, the slower the rotation the slower the song plays. This speeding up or down of the song has artifacts, it effects the overall pitch of the song. Making it faster, makes it sound higher. Making it slower, makes it sound lower.

Studio allows you to seamlessly add beats and other musical sounds to your Mix regardless of their tempo, and utilizes powerful algorithms to automatically match the tempos. The method of beat matching is also customizable. Pitch shifting is still an option, but tempo can also be changed using time-stretching. This auto beat-matching happens automatically while loading Tracks into Studio.

This chapter explains the Studio interface and its various components. Before jumping in and actually starting to use the program, take a moment and get familiarized with the different studios and their unique features.

(Fig.6) Remixing Studio

(Fig.7) Recording Studio

Interface and workflow

Program overview

Studio blurs the lines between traditional sequencing and sampling products by combining them into one system. The different parts of the program encompass the most important features found in a conventional electronic music setup.

For instance, a conventional setup might include:

1. Sampler, for digitally recording and playing back sounds
2. MIDI keyboard to trigger the sounds in the sampler
3. MIDI sequencer to record the MIDI information
4. Audio mixer to combine all the signals
5. W.A.R.P., realtime FX processors to process the sound

This kind of setup is both costly and has a tremendously steep learning curve. We have tried our best to cover as many of the features in such a setup, while keeping it intuitive enough so that the music making process can still be enjoyable.

The Remixing Studio (Fig.6)

The heart of it all is the Remixing Studio. It can be thought of as the "sampler" (16 part multi-timbral, 256 voices) component of Studio. Here, up to sixteen tracks of digital audio can be loaded and triggered live. The sounds can be either traditional WAV files, or the Mixman format called a TRK (track) file which provide much more control and flexibility than standard WAV files.

Soundiscs™

Studio comes with a library of TRK files to use right out of the box. When more sounds are needed, we have an extensive library of Soundiscs™ with TRK's in many different styles.

D*Plates™

Another source of TRK (track) files are D*Plates, remixable songs available from the Mixman Website.

The Recording Studio (Fig.7)

To help record custom WAV files, there is a Recording Studio to make the process quick and easy. After making a recording, edit it using a digital audio editing program. A special version of Steinberg's Wavelab is included with Studio for those users that do not already have .wav editing software.

Performing a Mix

Once each sound is sculpted to sonic perfection in the FX Studio, it's time to go back to the Remixing Studio. This is where live performances are created. The computer keyboard takes the place of a traditional MIDI keyboard in this instance. Each sound is triggered by a different key on the computer keyboard.

While playing live, the Remixing Studio also provides the functionality of a mixer, allowing independent control of the volume and panning of each sound. The pitch of each sound may be adjusted up or down two octaves.

The W.A.R.P. feature allows you to apply real-time effects over your entire mix. While tracks are playing or being triggered, click and drag with your mouse in the oval shape in the mix display. By dragging the cursor up-and-down or right-and-left you can get dramatic modifications to your sound.

The live performance aspect of the Remixing Studiomotes combining and layering digital audio in a much more musically intuitive fashion than just using a graphic editor to lay sounds out on a timeline. We encourage learning the keyboard commands and practice playing live, it will be worth the effort.

The Control Room

Overview

Every session begins in the Control Room. From here you can open and save mixes, set options and export your music to different audio formats.

Creating a new Mix (Fig.8)

This function allows you to start a song with a clean slate. Creating a new Mix will erase any previously loaded sounds and performance data.

To Create a New Mix:

1. Click the "New Mix" button. If the currently loaded Mix has not already been saved, you will be given an opportunity to do so

Opening a saved Mix (Fig.8,9)

Opening a Mix resets Studio to the state it was in when the Mix was last saved. Mix files may also contain performance data, which can be cleared in the Remixing Studio. This will leave your sounds untouched, while clearing any previously saved performance.

To Open a previously saved Mix:

1. Click the "Open Mix" button. If the currently loaded Mix has not already been saved, you will be given an opportunity to do so

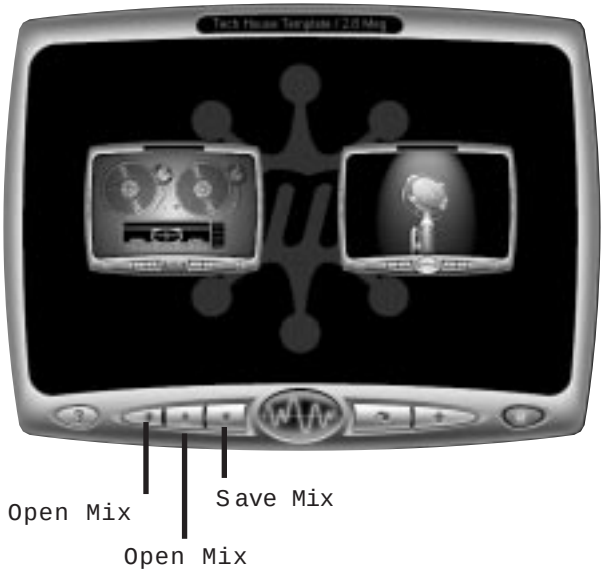
Saving your work (Fig.8,10)

One major problem in traditional studio environments is returning the studio back to the state it was in last time you worked on a particular song. Studio's integrated system has a distinct advantage with its ability to store all the information about a song in one file, called a Mix file. Mix files store the names and locations of all loaded sounds, and their parameter settings; any pitch, panning, volume and tempo automation and any recorded performance.

To save the currently loaded Mix:

1. Click the "Save Mix" button
   Type in a name and click the "Save" button

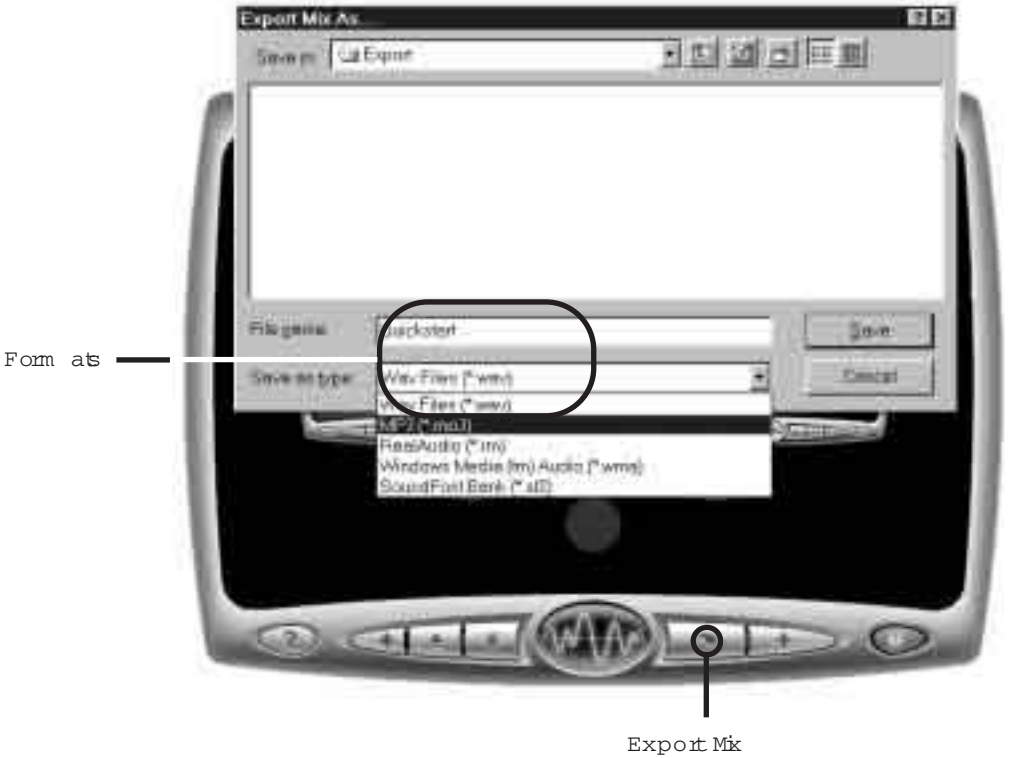
(Fig.8)



(Fig.9)

(Fig.10)

(Fig1.1)


Export Mix As
Save in:
Export
File name:
Quickstart
Save
Save as type:
Wav Files (*.wav)
Cancel
Wav Files (*.wav)
MP3 (*.mp3)
RealAudio (*.rm)
Windows Media (tm) Audio (*.wma)
SoundFont Bank (*.sf2)
Formats
Export Mix

Archiving your work (Fig.10)

In the Save Mix dialog there is a checkbox labeled "Copy Sounds to this Folder". When checked, all of the sounds loaded in the Remixing Studio will be saved into one folder. This is useful for making backups of your music because you can store a Mix file and its associated sounds all in one convenient location.

Exporting music to other formats (Fig.11)

Saving your music as a Mix file is the most flexible option if you want to use your music solely in the Studio environment. However, to use the music made in Studio in other ways, such as creating your own audio CD or making music for the web you will need to export your finished music in another format. Studio provides the ability to export your music in a variety of formats. These formats include: PC Wave (.wav), RealAudio (.rm), SoundFont (.sf2), MPEG 3 (.mp3), Windows Media Audio (.wma) and Mixman Track (.trk) format.

Exporting your music (Fig.11)

To export, a saved Mix file with performance data is needed.

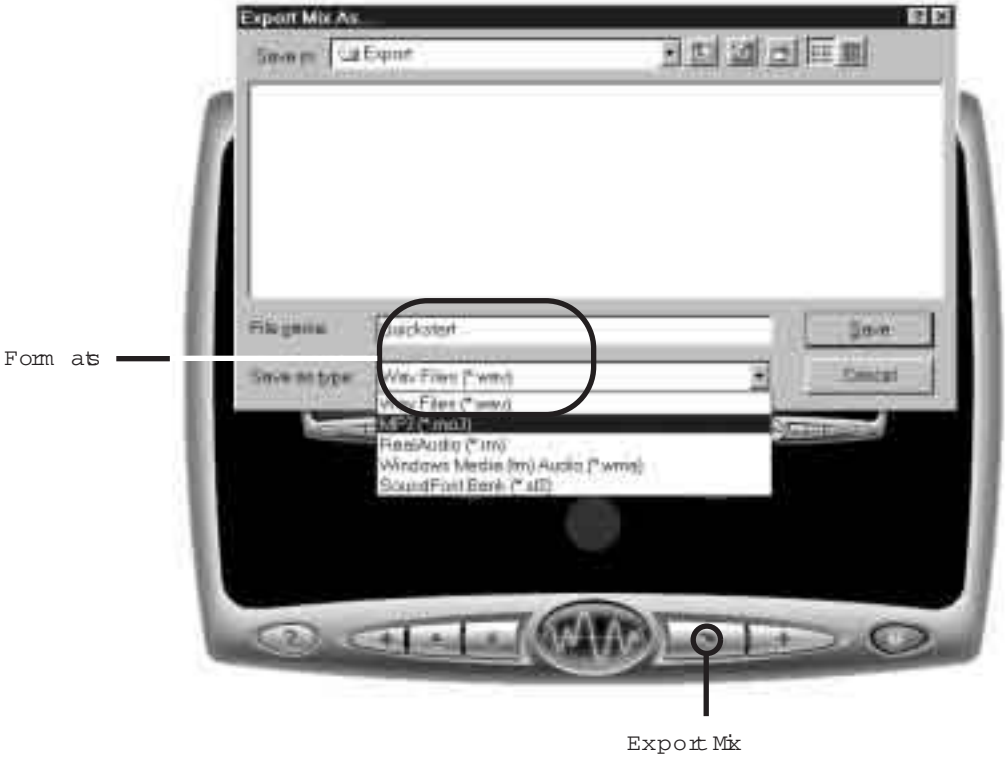
To Export a Mix:

1. From the Control Room, open the Mix file to export
2. Click the "Export Mix" button
3. Select the desired export format from the pull down menu

Exporting as a PC wave file (.wav) (Fig.11)

The industry standard format for audio on a PC is the WAV. If you plan to produce custom audio CDs or import the music created in Studio into another program, it is necessary to first Export it as a WAV. To export as a WAV, a saved Mix with performance data is needed. A Mix file without performance data is nothing more than a list of sounds and therefore there is nothing yet to export. Make sure you have a recorded performance before exporting a Mix file to WAV. The WAV files exported by Studio are CD quality (44.1KHz, 16 bit, stereo). Before exporting, make sure there is enough disk space, WAV files take up 10 Megabytes for every minute of music.

(Fig.12)


Export Mix As
Save in:
Export
File name:
Save as type:
Wav Files (*.wav)
MP3 (*.mp3)
RealAudio (*.rm)
Windows Media (tm) Audio (*.wma)
SoundFont Bank (*.sf2)
Save
Cancel
Format
Export Mix

Exporting as a RealAudio file (.rm) (Fig.12)

RealAudio is one of the most popular formats today for delivering music over the internet. Different levels of compression are selectable during the export process. In order to hear the RealAudio files (.rm) created by Studio, a copy of the RealAudio player is required. A free copy can be downloaded from: www.real.com. You will need to export your mix in this format to upload your mix to Radio Mixman.

Exporting as a SoundFont Bank and MIDI File (Fig.12)

SoundFonts are specially formatted audio files for Creative Labs Sound Blaster family of sound cards. To learn more about SoundFonts visit: www.soundblaster.com
When exporting a Mix as a SoundFont (.sf2), a SoundFont bank is created with each of the sixteen sounds converted into a separate SoundFont instrument. Along with the SoundFont bank, a companion MIDI file is also generated. Exporting as a SoundFont allows the sounds and music created in Studio to be used with any Creative Labs SoundFont enabled sound card, such as the Sound Blaster Live! and AWE-64. Once the SoundFont bank is loaded into the sound card, the MIDI file can be used to trigger the sounds from any MIDI sequencer, allowing integration into a larger studio setup.

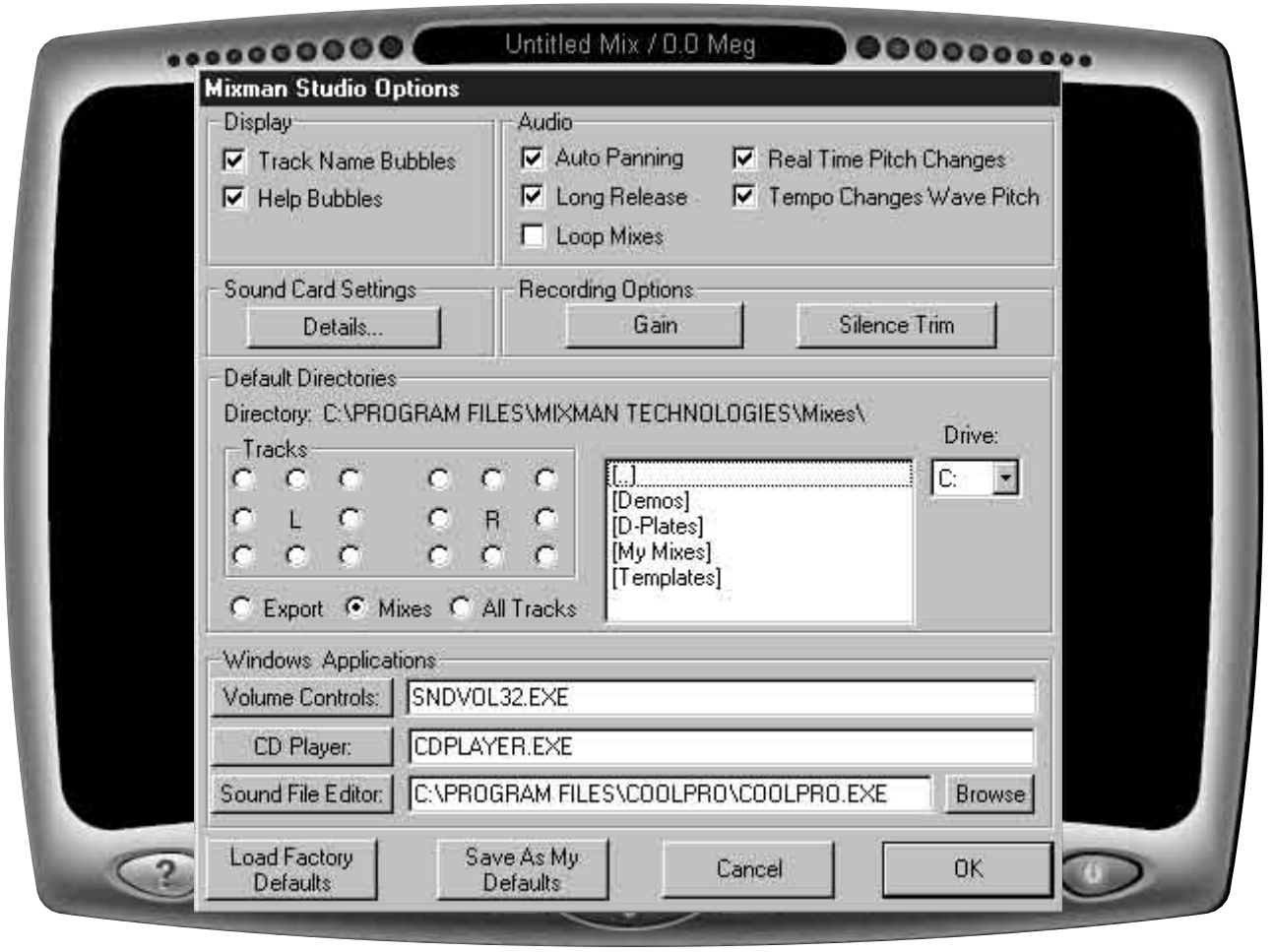
Exporting as a MPEG3 (.mp3) (Fig.12)

MP3 files are near CD quality compressed sound files. Their small size makes them an excellent choice for giving high quality previews of your music over the Internet. The highest quality MP3 file is 1/10th the size of the same music saved as a WAV file. You can use your MP3 exported mix with any MP3 player.

There are a number of choices for the quality of the MP3 file to export. Choose the quality that best suits your needs. The choices are:

- Archiving with CD-quality (128 Kpbs/44KHz Stereo)
- Portable MP3 Player (80 Kpbs/22KHz Stereo)
- 56 Kbps Internet Streaming (56 Kpbs/44KHz Stereo)
- 24 Kbps Internet Streaming (24 Kpbs/44KHz Mono)

(Fig.13)


Untitled Mix / 0.0 Meg
Mixman Studio Options
Display
Track Name Bubbles
Help Bubbles
Audio
Auto Panning
Long Release
Loop Mixes
Real Time Pitch Changes
Tempo Changes Wave Pitch
Sound Card Settings
Details...
Recording Options
Gain
Silence Trim
Default Directories
Directory: C:\PROGRAM FILES\MIXMAN TECHNOLOGIES\Mixes\
Drive:
Tracks
L
R
Export
Mixes
All Tracks
[..]
[Demos]
[D-Plates]
[My Mixes]
[Templates]
C:
Windows Applications
Volume Controls:
SNDVOL32.EXE
CD Player:
CDPLAYER.EXE
Sound File Editor:
C:\PROGRAM FILES\COOLPRO\COOLPRO.EXE
Browse
Load Factory Defaults
Save As My Defaults
Cancel
OK

Exporting as a Windows Media Audio (.wma) (Fig.12)

This new format is another high quality smaller sized solution created by Microsoft. There are a number of choices for the quality of Windows Media Audio file to export. Choose the quality that best suits your needs. The choices are:

- Good quality sound (128 Kpbs/Stereo)
- Stereo audio for the Internet (80 Kpbs/Stereo)
- Stereo audio for the Internet (48 Kpbs/Stereo)
- Mono audio for the Internet (22 Kpbs/Stereo)

Exporting as a Mixman Track file (.trk) (Fig.12)

One of the most powerful features in Studio is the ability to create your own Track files. This feature significantly expands the creative possibilities of the system. All of the sounds and performance data in a Mix can be exported into one Track file. This means that unique bass lines, drum loops and other musical patterns can be sequenced and turned into custom Track files.

Please note, that using the Mix to Track feature can be very powerful, however, it will not turn a drum loop loaded as a WAV file into a fully interactive Track file.

Options (Fig.13)

There are a number of options that determine they way in which Studio operates.

To change option settings:

1. Click the "Options" button Make any desired changes and click the "OK" button

Auto-panning option

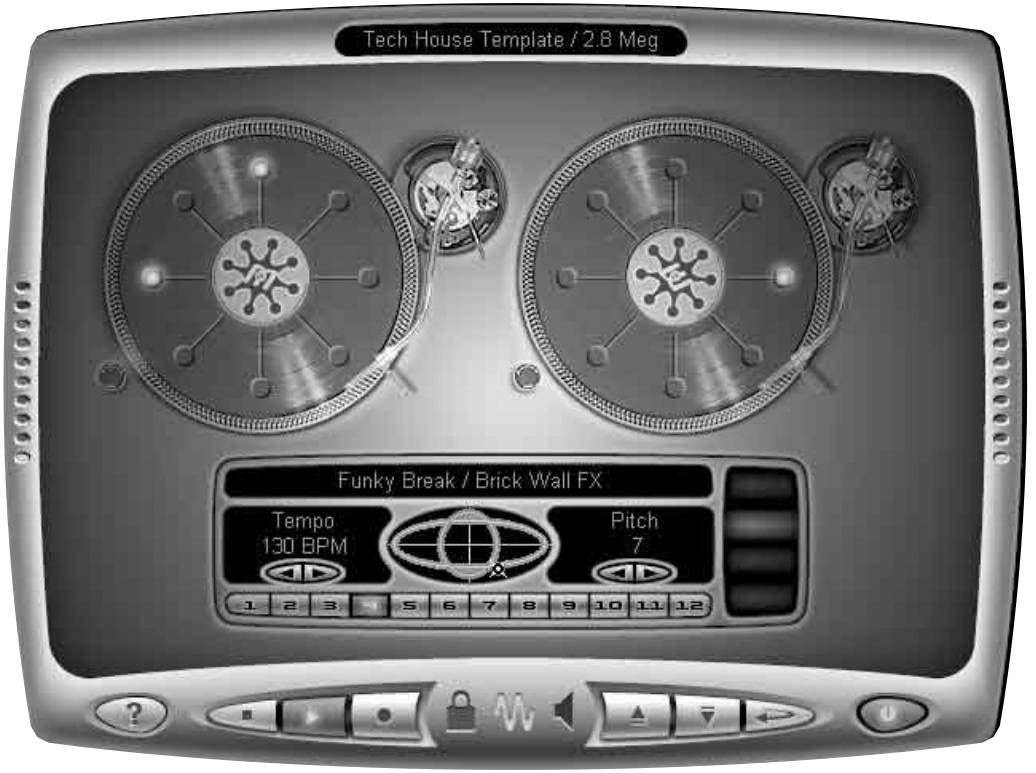
When checked, this option gives an initial panning value to sounds as they are loaded in to the Remixing Studio. The panning values given are based a sound's relative position in a turntable. When unchecked, all sounds are panned in the center as they are loaded.

Long release
When checked, any sounds that are playing when a Mix is stopped continue to play until they fade out naturally. When unchecked, all sounds stop immediately when the Mix is stopped.

Default folders
These radio buttons allow default folders for the loading of sounds to be chosen. Each radio button corresponds to a turntable position. It is also possible to set default folders for exporting and opening Mix files.

Performance mode
This option enables changes in the overall system performance to be made. These settings should not be changed unless advised to do so by Mixman technical support. These settings can drastically alter the performance of Studio. If you experience stuttering while playing a Mix, contact Mixman technical support.

(Fig.14)


Tech House Template / 2.8 Meg
Funky Break / Brick Wall FX
Tempo
130 BPM
Pitch
7
1
2
3
4
5
6
7
8
9
10
11
12

The Remixing Studio

Overview (Fig.14)

The Remixing Studio is the live performance part of Studio. This is where sounds are loaded and music is performed in real-time. Notice how the computer keyboard takes on instrument like qualities.

Included TRK (Track) files

Studio comes with a large library of TRK (Tracks) and WAV files to get you started. High quality music can be made, performed and created right out of the box. Take a moment to listen to some of the included sounds.

The included sounds are sorted into folders according to musical style like [House] and [Hip Hop]. Within each folder are subfolders sorted according to instrument families like [bass] and [drum loops]. Finally, inside each instrument family folder are the tracks themselves. To see how individual sounds are used in a Mix, first try opening one of the included Mix templates.

Loading Sounds (Fig.14)

The two turntable interface is where sounds are loaded. Each of the 16 X shaped track indicator lights is a slot into which a sound can be loaded. Sounds can either be Mixman TRK (track) or WAV. The advantage to track files is that their tempo is automatically matched to the tempo of the current Mix as well as providing superior live performance control.

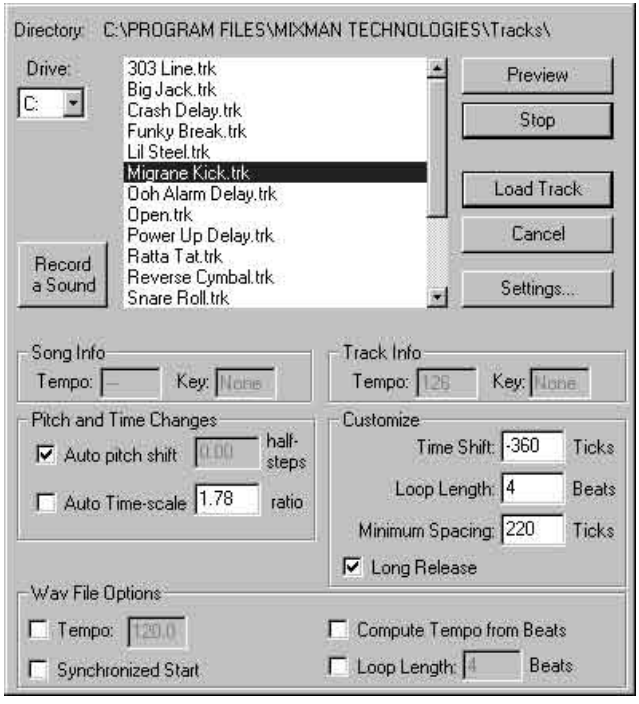
To load a sound into a slot:

1. Double-Click on a track indicator light
2. Browse folders to find tracks or waves
3. Select the sound you want
4. Click “Preview” to hear the sound
5. Click “Load Track” to load it into your Mix

(Fig.15)

George Clinton
gloss

(Fig.16)


Directory: C:\PROGRAM FILES\MIXMAN TECHNOLOGIES\Tracks\
Drive:
C:
303 Line.trk
Big Jack.trk
Crash Delay.trk
Funky Break.trk
Lil Steel.trk
Migrane Kick.trk
Ooh Alarm Delay.trk
Open.trk
Power Up Delay.trk
Ratta Tat.trk
Reverse Cymbal.trk
Snare Roll.trk
Preview
Stop
Load Track
Cancel
Settings...
Record a Sound
Song Info
Tempo:
Key:
None
Track Info
Tempo:
126
Key:
None
Pitch and Time Changes
Auto pitch shift
0.00
half-steps
Auto Time-scale
1.78
ratio
Customize
Time Shift:
-360
Ticks
Loop Length:
4
Beats
Minimum Spacing:
220
Ticks
Long Release
Wav File Options
Tempo:
120.0
Compute Tempo from Beats
Synchronized Start
Loop Length:
4
Beats

Using Soundiscs™ (Fig.15)

Although your own WAV files can be loaded into Studio, they lack the same level of interactivity as Mixman Track files. To enable users to create music in a variety of styles, Mixman has an extensive library of Soundiscs with Tracks in a wide range of musical styles. These Tracks have been specially produced just for the Mixman family of music remixing products.

Since sounds use large amounts of hard disk space, it is possible to load sounds directly from Soundiscs.

To load a Track from a Soundisc:

1. Double-click on a track indicator light
2. In the load sound dialog, select the letter of your CD-ROM drive from the pull down menu
3. Navigate to the various instrument families and preview or load a track.

Using D*Plates™

D*Plates are downloadable, remixable songs from artists, remixers and producers around the world. Individual sound elements from the master tape of a song are converted into Mixman TRK (track) files and packaged together as one downloadable file. Each D*Plate comes with a complete set of at least sixteen TRKs (tracks) ready to use in any Mixman software.

Understanding the auto beat matching settings (Fig.16)

When loading Tracks, their tempos are automatically matched to fit the tempo of the current Mix. Studio automatically matches tempo by changing a Track's pitch, or through the use of time stretching algorithms.

To control how a track is loaded:

1. Double-click on a sound slot, the Load Dialog will appear
2. Click the "Settings" button to expand the Load Dialog
3. If Auto Pitch is checked, pitch shifting is used to match the tempo of incoming tracks to the tempo of the current Mix
3. If Auto Time is checked, time stretching is used to match the tempo of incoming Tracks to the tempo of the current Mix
4. To change the time stretch or pitch shift value manually, uncheck the appropriate check box and type in a value
5. Interesting effects can also be created by manually setting a value for one parameter, and checking the Auto box for the other

Recording custom sounds

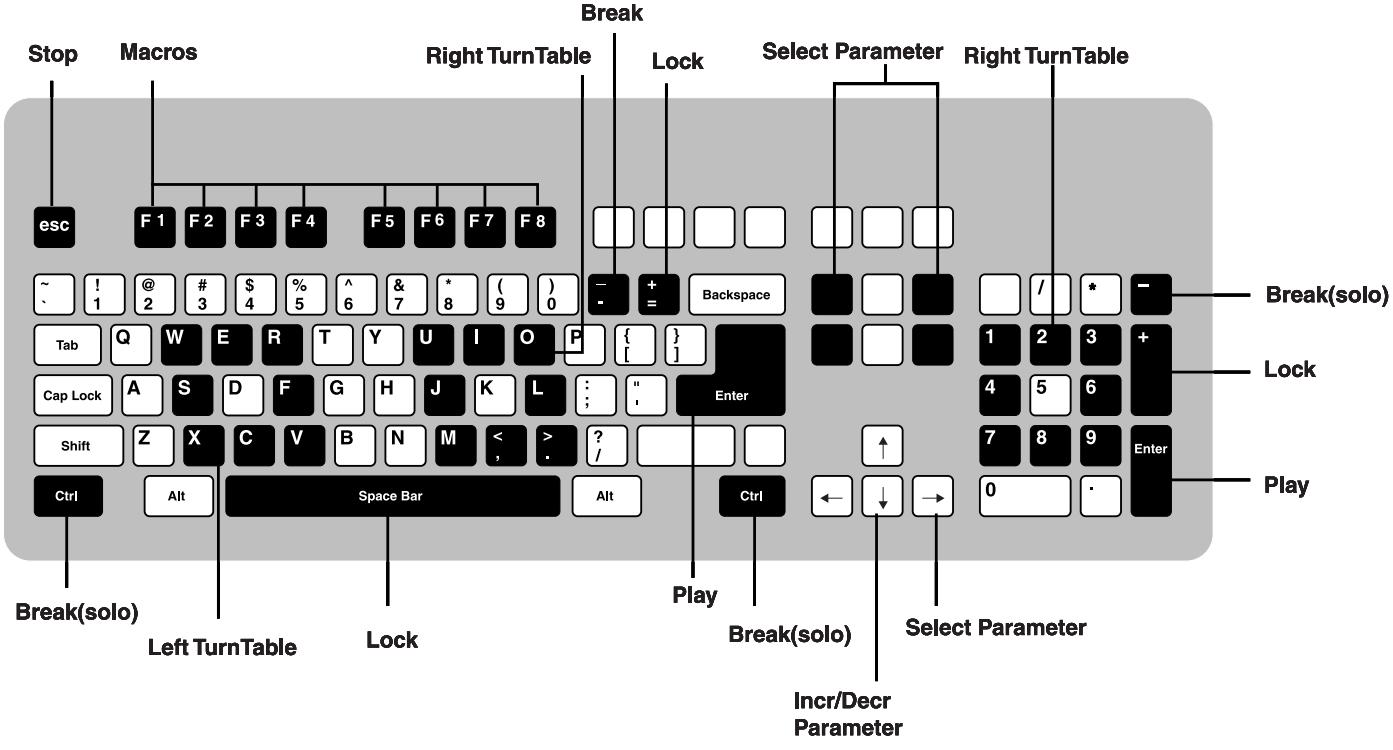
To give your music a personal touch record custom vocal or instrumental sounds. Sound recordings made in Studio are saved as 44.1 KHz mono .wav files. Once recorded, the .wav files may be edited using a .wav editor. A special version of Steinberg's WaveLab is included for those without a WAV editing program.

Remember, large recordings take up lots of space. Studio puts all of the sounds into RAM, if you record a sound that is too long, it might not fit in the available RAM.

To record a new sound:

1. Select a sound slot by double clicking the track indicator light.
2. Click the "Record a Sound" button from the load dialog to enter the Recording Studio. (Fig.30)
3. Click the "Record" button to begin recording (Fig.31)
4. When finished, click the "Stop" button To hear the recorded .wav file, click the "Play" button
5. Click "Save" to save the recorded sound
6. To load the recorded .WAV into the Remixing Studio, click the "Load to Mix" button

(Fig.17)


Stop
Macros
Right TurnTable
Break
Lock
Select Parameter
Right TurnTable
esc
F 1
F 2
F 3
F 4
F 5
F 6
F 7
F 8
Backspace
Tab
Cap Lock
Enter
Shift
Ctrl
Alt
Space Bar
Alt
Ctrl
Break(solo)
Lock
Play
Break(solo)
Lock
Play
Break(solo)
Left TurnTable
Lock
Play
Break(solo)
Select Parameter
Incr/Decr
Parameter

The Keyboard Controls (Fig.17)

Each sound loaded into the Remixing Studio is triggered by a different key on the computer keyboard. The sounds on the left turntable are triggered by the eight keys surrounding the "D" key. The sounds on the right turntable are triggered by the eight keys surrounding the "5" key on the number pad. For those with laptops, the sounds on the right turntable may also be triggered by the eight keys surrounding the "K" key. For a graphic overlay showing which keys trigger each track, click the "Help" button.

Performing a Mix (Fig.17)

Once sounds are loaded in to the two turntables it's time to perform live.

To trigger a sound:

1. Click the "Play" button to engage play mode
2. To hear a sound, press its corresponding key.
   When the key is released, the sound stops. (notice the light turns orange while the key depressed)

To lock a sound:

1. Simultaneously press both the sound's triggering key together with either the "Spacebar" or the "+" key on the number par. Once a sound is locked, it no longer needs to have its key depressed, and its indicator light turns green. Sounds may also be locked by clicking them with the mouse

To unlock a sound:

1. Simultaneously press both the sound's triggering key with either the "Spacebar" or the "+" key on the number pad Sounds may also be unlocked by clicking them with the mouse

To solo a sound:

1. Simultaneously press both the sound's triggering key with either the "Ctrl" key or the "-" key on the number pad. This mutes all other locked tracks.
2. When the solo key is released, the previously locked tracks will return.
3. Create a break by pressing the solo key without pressing any other keys

(Fig.18)

Tech House Template / 2.8 Meg
Funky Break / Brick Wall FX
Tempo
130 BPM
Pitch
7
1
2
3
4
5
6
7
8
9
10
11
12

To add real-time FX (W.A.R.P.):

1. Make sure there is one or more sounds playing (manual or locked)
2. Select a W.A.R.P. preset by clicking on one of the 12 preset buttons.
3. Click and hold down the left mouse button over the W.A.R.P. controller
4. While continuing to hold the left mouse button down, drag the mouse around the screen to change the effect

To change load different W.A.R.P. presets:

1. Make sure the current mix is stopped
2. Right mouse click on the W.A.R.P. preset number you want to change
3. Select the desired preset from the pop-up menu

Adjusting pitch, panning and volume (Fig.18)

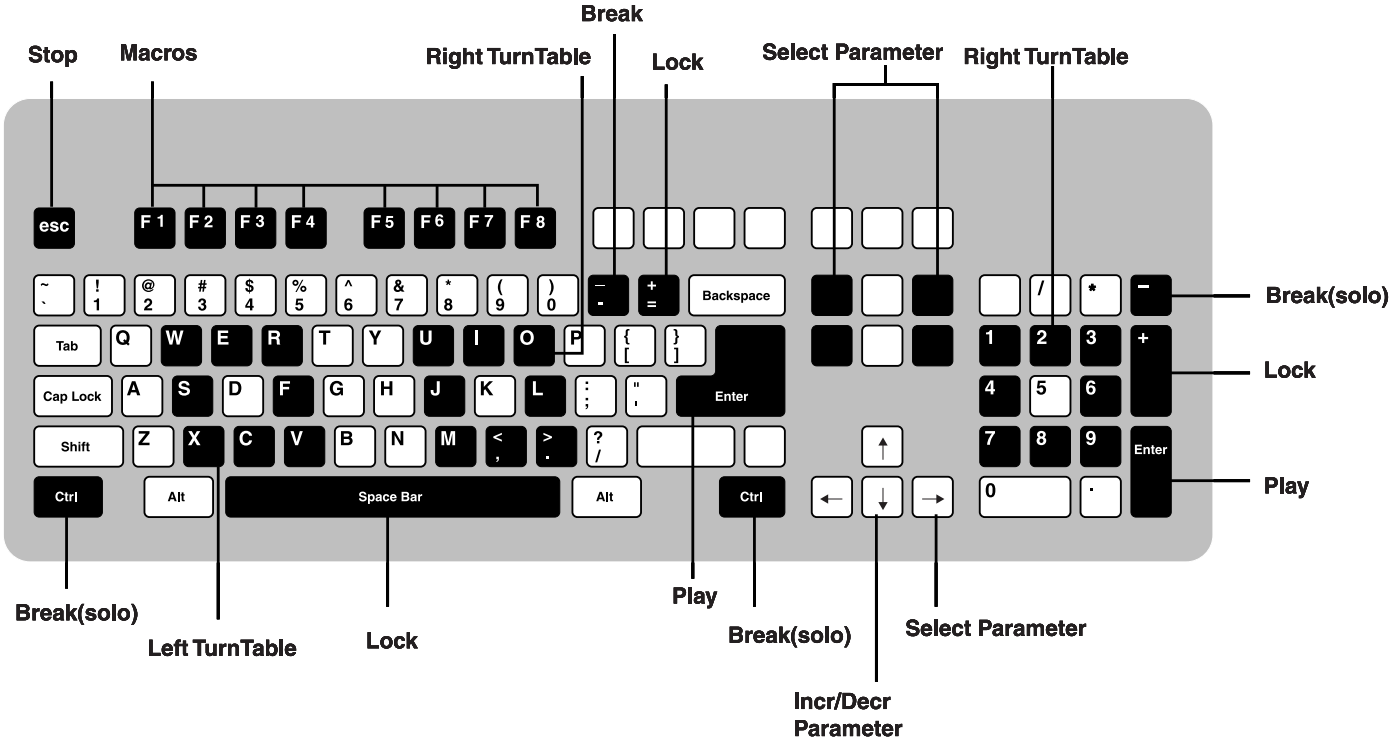
The Mix Display provides knobs for real-time control of four different sound parameters. While performing a Mix, the pitch, panning and volume of each track may be adjusted. The Pitch knob controls whether the pitch of a sound is high or low. The Panning knob controls a sound's positioning between the left and right speaker. The Volume knob controls a sound's overall loudness.

The knobs in the Mix display effect the currently active sound. The currently active sound is the sound with its name in the track name display. To make a particular sound active, press the key that triggers that sound. To do so without hearing any sound, hold down the "Alt" key while pressing the sound's triggering key.

To adjust a Mix parameter: (Fig.18)

1. Click and drag the knob representing the paramter

(Fig.19)


Break
Stop
Macros
Right TurnTable
Lock
Select Parameter
Right TurnTable
esc
F 1
F 2
F 3
F 4
F 5
F 6
F 7
F 8
Backspace
Tab
Cap Lock
Enter
Shift
Ctrl
Alt
Space Bar
Alt
Ctrl
Break(solo)
Lock
Play
Break(solo)
Break(solo)
Lock
Play
Break(solo)
Left TurnTable
Lock
Play
Break(solo)
Select Parameter
Incr/Decr
Parameter
Select Parameter

Adjusting tempo (Fig.19)

The tempo of a Mix can be adjusted in real-time without effecting its pitch. When a new Mix is created, the tempo defaults to 120 BPM (beats per minute). This default tempo of 120 BPM is changed automatically to the tempo of the first sound loaded. To achieve the best possible audio quality, we recommend not changing the tempo of a Mix after the first sound is loaded. If artifacts are introduced later, when changing the tempo of a Mix, re-load the sounds and they will automatically match the new tempo.

To adjust the tempo of a Mix:

1. Click and drag the tempo knob

Macros

Sometimes while performing a Mix it is necessary to lock four or five sounds at once while immediately unlocking others. Depending on the complexity, certain performance moves may not be physically possible, this is where macros come in handy. Macros store a snapshot of the state of the Remixing Studio. They store which tracks are locked, their pitch, panning and volume settings as well as the tempo of the mix.

To create a macro:

1. While performing a mix, simultaneously press the shift key and one of the first eight function keys F1-F8
2. To retrieve a macro while performing a Mix, press the function key in which the desired macro was stored
3. To start a Mix with more than one locked track, trigger a macro instead of clicking "Play"

Recording a performance

Everything done in the Remixing Studio while performing may be recorded, edited and saved as part of a Mix file. If the knobs in the Mix Display are adjusted while recording a performance, these real-time adjustments will also be recorded.

To record a performance:

1. Click the "Record" button
2. Perform a Mix
3. When finished, click the "Stop" button
4. To learn how edit your performance data, see page 10-1

Advanced settings (Fig.19)

The way in which a track is loaded into a Mix may be customized to better integrate sounds and create unique effects. The settings for each track are accessible from the Load Dialog.

To view the settings for a track:

1. Double-click a track, the Load Dialog will appear
2. Click the "Settings" button, the window will extend
3. Click "Preview" to hear any changes

Pitch Shift

This setting transposes the pitch of each "slice" of digital audio in a track by the number of half-steps in the pitch field. To transpose a sound down, use negative numbers.

When "Auto pitch shift" is checked, pitch shifting is used as the method for matching the tempo of the selected track with the tempo current Mix.

Time-Scale

This setting scales the length of each "slice" of digital audio in a track by the ratio in the time-scale field. Numbers greater than 1 increase the duration of each "slice". Numbers less than 1 decrease the length of each "slice". For example, a value of 2.0 would double the length of each "slice" and a value of .5 would half the duration of each "slice". When "Auto time-scale" is checked, time scaling is used as the method for matching the tempo of the selected track with the tempo of the current Mix.

Time Shift

This setting shifts the starting time of a track earlier or later in time. The value for time shift is in ticks. There are 480 ticks per beat in Studio.

Loop Length

This setting changes the loop length in "beats" for the selected track. The smallest loop length allowed is 1 beat. If the loop length for a track is set greater than its original loop length, then there will be silence for the extra beats.

Long Release

When Long Release is on, sounds ring out for their full duration. When Long Release is off, sounds stop when their key is released.

Minimum Spacing

When a track is manually triggered (pressing its key on the computer keyboard), after the initial sound is triggered, no other "slice" will be heard for the length of time in the minimum spacing filed. The time for minimum spacing is in ticks.

Adding your own WAV loops

Adding custom WAV file loops in a Mix is great way to add an original touch to your music. Loops are most effective when they are one or two bars long, of course any length (RAM limited) loop may be used. Effectively adding loops requires a bit more knowledge about the sounds your are working with than using Track files, but if these basic guidelines are followed things should go smoothly.

Preparing your loop

Before trying to add a loop to a Mix, make sure that it is edited properly. Using a .wav file editing program, edit the WAV file so that it loops perfectly. Some WAV file editors have a loop playback mode, which makes this process even easier. If your WAV file editing program does not have a loop playback mode, just make sure that the last thing heard at the end of the loop is right before the downbeat of the desired loop point.

Specific settings for WAV files

One your loop is properly edited, load it into a Mix by following the previous steps for loading a sound and accessing the advanced settings section of the Load Dialog. There are special settings, available only when loading WAV files.

Tempo

In order to properly load a WAVfile loop, the loop's tempo and loop length must be known. For best results, leave this box unchecked and let the program derive the tempo precisely by calculating it by using the loop length and duration of the loop. If a loop has not been edited, but its tempo is known, it may be entered here by checking the box and entering the tempo value.

Synchronized Start

When checked, triggered loops, play in sync with the other tracks. For example, if a loop is triggered on the 3rd beat, it will start on the 3rd beat. Use this option when loading loops. If this box is not checked, loops will always start from the beginning no matter when they are triggered, regardless of what else is going on with the other tracks. Leave this box unchecked when loading "one hit" type sounds like a crash cymbal.

Compute Tempo from beats

When checked, the program will compute the exact tempo of a loop using the loop length parameter and the duration of the WAV file. Use this option if your .wav file has been properly edited as discussed previously. If a loop has not been edited properly, leave this box unchecked.

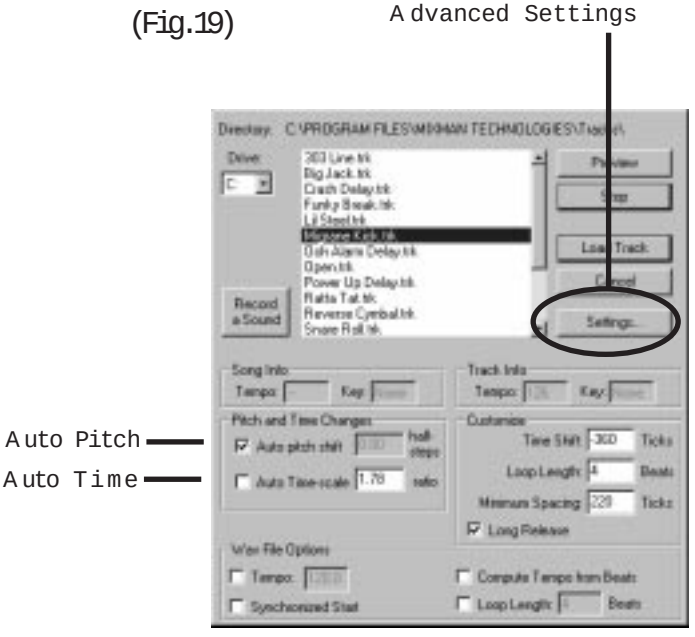
Loop Length

If a loop has been properly edited, as discussed previously, check the box and enter the length of the loop in beats. Also, for best results, check the compute tempo from beats box and leave the tempo box unchecked.

(Fig.21)

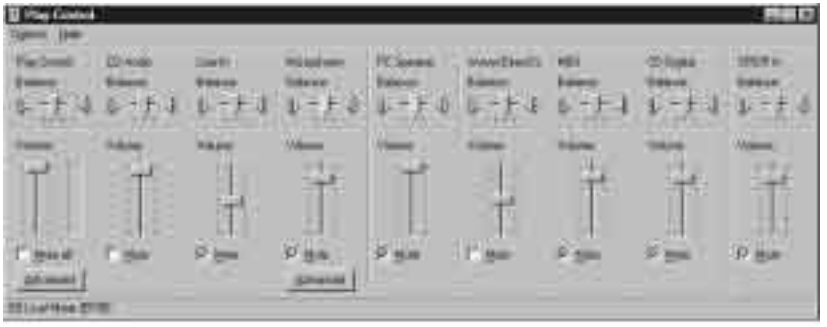
(Fig.20)

(Fig.19)



(Fig.22)

(Fig.23)



The Recording Studio

Overview (Fig.22)

The Recording Studio is designed to enable quick recording of WAV files for use in Studio. Sounds may be recorded from many sources, including microphone, line input and CD. After recording, a sound may be edited using the computer's default WAV editor.

Setting the volume controls (Fig.23)

To make a recording, it is important to first check to see that everything is setup properly. The proper sound source must be plugged into either the line or microphone input of the sound card, and the appropriate input activated. Each sound card comes with a volume control program that aids in the setup process.

To access the volume control program:

1. Use the Windows System "Volume Controls"
2. Since the features of each sound card differ, for detailed instructions on setting up your particular sound card, refer to the sound card's documentation.
3. To help keep time while making a recording, there are two types of metronomes available while recording. The tempo of the metronome is the same as the tempo of the current Mix. The first, is a click that comes through the PC speaker. The second blinks the "Record" button light.

Recording using the microphone and line inputs (Fig.20.21)

Use the microphone input for recording voice and other acoustic sounds. Use the line input for recording from an analog source.

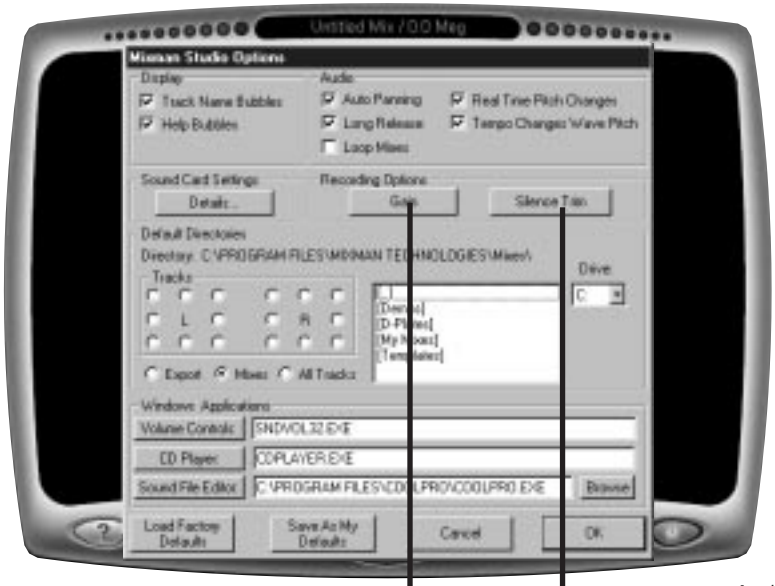
To record a sound:

1. Make some sound to verify that there is a signal to record.
2. If there is a signal, the meters will move.
3. Click the "Record .wav" button to begin recording Click "Stop" when finished

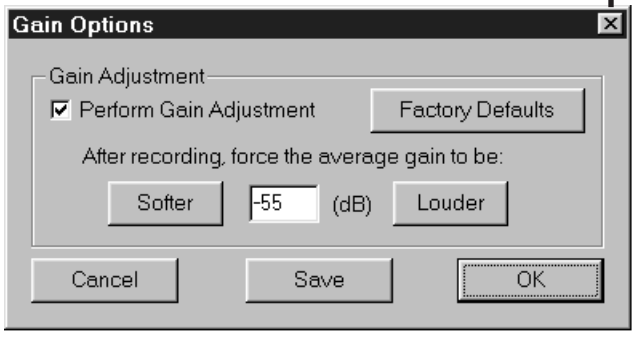
To audition the recording:

1. Click the "Play" button
2. When finished, click the "Stop" button

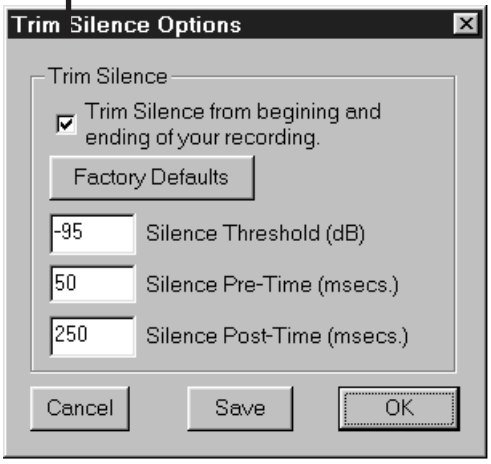
(Fig.24)



(Fig.25) Auto-Normalize



Auto-Trim (Fig.26)



Recording from CD

Recording sounds using the computer's CD-ROM drive as a CD player is simple. In order to record from CD, the audio output of the CD-ROM drive must be properly connected to the sound card. This connection is inside the computer and should not be changed except by a computer repair person.

To record a sound from CD:

1. Click the "CD Player Controls" button to launch the computer's CD player
2. Cue the CD player to the desired location and click the pause button
3. Click the "Record" button
4. Click the "Pause" button on the CD Player controls to resume playing
5. Click the "Stop" button when finished

Editing the recording

A proper graphic sound editing program is a serious tool with many useful features for editing and processing sound files. Rather than create a basic .wav editor in Studio, our decision was to let you use you own .wav editing program to edit the recordings made in the Recording Studio. If you do not already own such a program, we have included a special version of Steinberg's Wavelab on the Studio CD-ROM.

Auto-Trim (Fig.24)

When making recordings quickly, sometimes having to edit manually may be time consuming and throws an unneeded wrench into the creative process. When speed is important, Studio can handle the task of basic editing. The dead space between the time the "Record" button is clicked and when you make you first sound may be automatically trimmed by the program. When auto-trim is on, any sound that falls below the silence threshold level in the start and end of the recording will be automatically trimmed.

To turn auto-trim on:

1. Go to control room and click optiuons button
2. Click the "Auto-Trim" button
3. Check the box to turn it on
4. The silence threshold can be set by typing in a number, lower numbers are softer in volume

Auto Normalize (fig.24)

To ensure the best possible signal to noise ratio when making recordings, it is best to turn auto-normalize on. Normalizing boosts the sound level so that it is as loud as it can be without distorting. Generally it is recommended to use the default settings. Higher values yield louder sounds.

To turn auto-normalize on:

1. Go to control room and click optiuons button
2. Click the "Auto-Normalize" button
3. Check the "Auto-Normalize" box
4. The normalize level can be set be typing in a number

Appendix 1: Keyboard Commands

Control Room

Go to the Remixing Studio	Ctrl + M
Go to the Recording Studio	Ctrl + R
Quit Studio	Ctrl + Q
Help Overlay On/Off	Ctrl + H
Open Mix	Ctrl + O
Export Mix	Ctrl + X
New Mix	Ctrl + N
Save Mix	Ctrl + S

Recording Studio

Quit Studio	Ctrl + Q
Help Overlay On/Off	Ctrl + H
Record a WAV	Ctrl + R
Play current recorded WAV	Enter
Stop playback	ESC
Back to Control Room	Backspace
Save new WAV file	Ctrl + S
Load WAV to Mix	Ctrl + L

Remixing Studio

Engage Play Mode	Enter
Lock/Unlock Tracks	Spacebar
Engage Break Mode (Solo)	Ctrl or (-) on the number pad
Record a Performance	Ctrl + R
Go to the Editing Studo	Ctrl + E
Go to the FX Studio	Ctrl + F
Quit	Ctrl + Q
Help Overlay On/Off	Ctrl + H
Open Mix	Ctrl + O

New Mix	Ctrl + N
Save Mix	Ctrl + S
Clear Performance Data	Ctrl + B
Copy Track	Ctrl + C
Paste Track	Ctrl + V
Delete Track	Ctrl + X
Undo Record	Ctrl + Z
Launch the Load Track Dialog	Ctrl + I
Store Macro	Shift + F1 through F8
Back to Control Room	Backspace
Select Pitch Knob	Page Up
Select Volume Knob	Page Down
Select Panning Knob	Insert
Select Tempo Knob	Delete
Change paramter values for selected knob	Up/Down Arrow Keys
Select Paramater Knob Left/Right	Arrow Keys
Select Track without making sound	Alt + the Track's Triggering Key
Clear Track copy buffer	Ctrl + K

Load Dialog

Preview Track	Spacebar
Load Track to Mix	Enter
Change active button	Tab
Scroll through Folders or Tracks Up/Down	Arrow Keys

Appendix 2: TROUBLE SHOOTING

Mixman website

The Mixman website, www.mixman.com is an invaluable resource for troubleshooting. In our technical support area there are links to the different sound card companies where technical information about a particular sound card may be found. There is also a link to Microsoft for getting the latest DirectX information.

Frequently Asked Questions

The frequently asked questions (FAQ) section of the Mixman website contains a continuously updated list of the most asked questions and answers from our users. It is the first place to look when trying to solve a problem or look for an answer.

Tips and Tricks

The tips and tricks section of the Mixman website is the place to go for using some of Studio Pro's hidden features and as well as learning more about audio in general.

Chat board

The Mixman online discussion group may be found by visiting www.mixzone.com and going to the Mixzone.

Appendix 3: TRACK INDICATOR LEGEND

When creating or playing a mix, a track can be in any of a number of states. The Track Indicator shape or color will change depending on which state you are in. This way, you can tell visually what is happening with a track.

STOP MODE

Unlit X -means track is empty

Unlit Circle -means track is loaded

Red X -means track is empty and selected

Green Circle -means track is loaded and enabled

PLAY MODE

Yellow Light -means playing manually from keyboard

Green Light -means track is locked

Red Light -means break mode engaged

Blue Light -means pitch shift engaged

Unlit X -means no track loaded

Gray Circle -means track loaded but not being played

Appendix 4: Creating Your Own Tracks

Mixman Studio Pro comes with a large set of TRKs (tracks) in a variety of styles to get you started, but for those people wanting to take their music to the next level, this appendix explains how to create custom sounds to use in Mixes.

Soundiscs™

Soundiscs are the easiest way to build your Mixman Sound Library. Each Soundisc has 175 or more TRK files by a specific artist or in particular style specially produced to work seamlessly with Studio Pro. They are available at www.mixman.com and musical instrument shops.

D*Plates™

D*Plates are remixable digital songs. Each D*Plate comes with 16 or more TRK files from a particular song. They are only available online at www.mixman.com.

Convert WAVs into TRKs

To convert WAV file loops into proper Mixman TRK files you need to convert them using a program specially designed for that purpose. Recycle 1.7 and Wave Surgeon are currently the third party programs that export to TRK. Check www.mixman.com for availability.

Record your own WAV files

Use the Recording Studio to record your voice or any other sound. Make sure that you are plugged into the correct input on your soundcard and that it is properly enabled before recording.

Importing existing WAV files

Mixman Studio Pro supports importing stereo and mono WAV files.
Try using the internet as a source for finding unusual WAV files.

Using any standard WAV editing program (Studio Pro comes with a version of Steinberg's WaveLab Lite), you may edit sounds and Import them. For better control of loops while playing in the Remixing Studio, convert WAVs into TRKs using WaveSurgeon or ReCycle 1.7